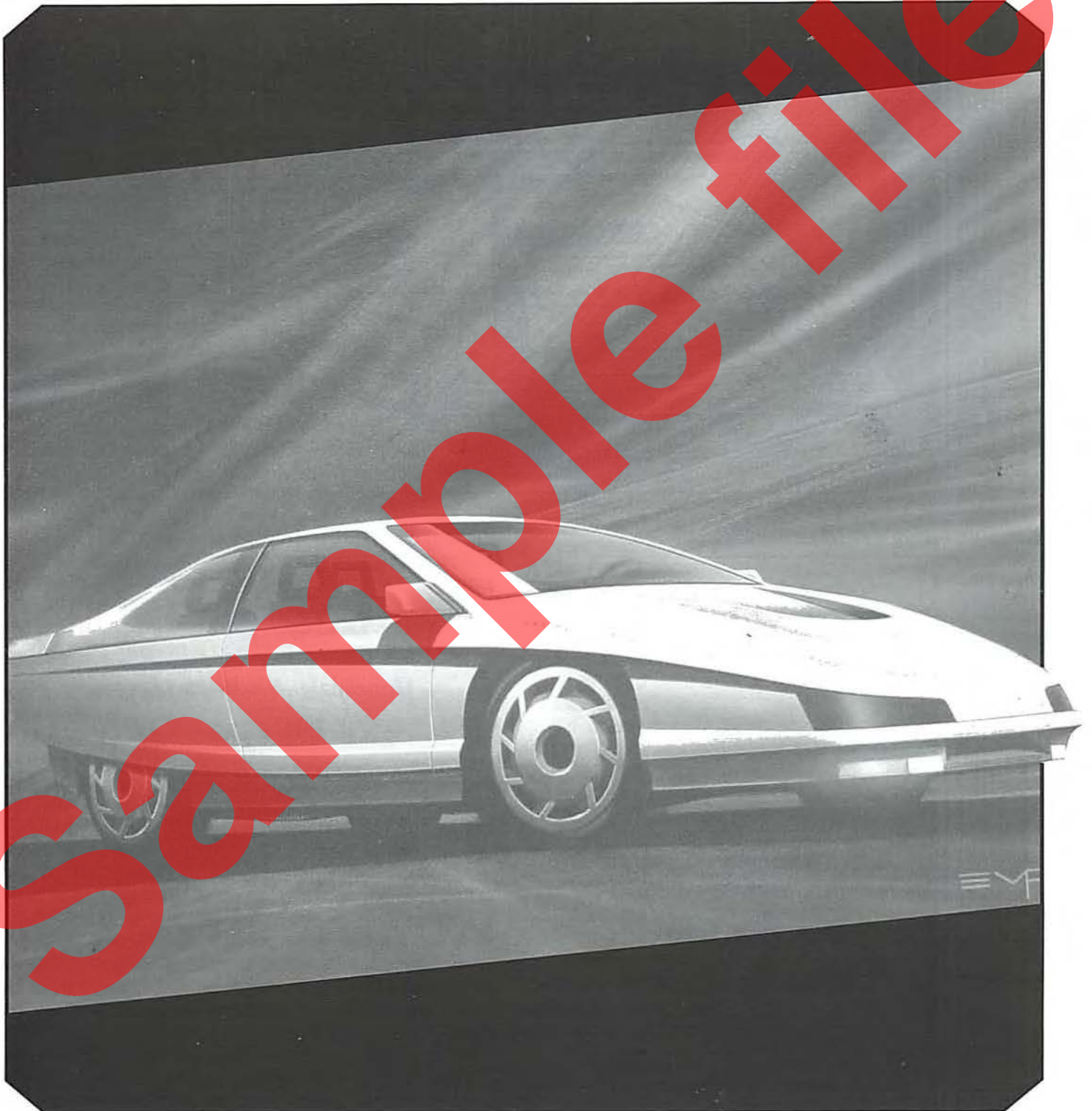


KANAWA LAND VEHICLES

By Nigel Findley

Wheels for the Possibility Wars





TORG - Kanawa Land Vehicles

US39567PDF

Nigel Findley
Design

Bill Smith
Additional Material

Greg Farshtey
Development and Editing

John Paul Lona
Graphics

Erik Van der Palen
Cover Illustration

Rob Caswell, John Paul Lona, Francis Mao, Tom Peters
Interior Illustrations

Stephen Crane, Steve Crow, Bill Smith, Ed Stark
Playtesting and Advice

Copyright © 2014 by Ulisses Spiele GmbH, Waldems.
TORG ist ein Warenzeichen von Ulisses Spiele GmbH, alle Rechte vorbehalten.

Titel und Inhalte dieses Werkes sind urheberrechtlich geschützt. Der Nachdruck, auch auszugsweise, die Bearbeitung, Verarbeitung, Verbreitung und Vervielfältigung des Werkes in jedweder Form, insbesondere die Vervielfältigung auf photomechanischem, elektronischem oder ähnlichem Weg, sind nur mit schriftlicher Genehmigung der Ulisses Spiele GmbH, Waldems, gestattet.



GREETINGS

FROM OUR DIRECTOR

Welcome to the first edition of the Land Vehicles catalog from the Ama-Tsu-Mara Transportation Division of Kanawa Corporation. We are proud to offer to you, in the form of this catalog, access to the widest possible range of vehicles, to match the greatest scope of potential needs.

It is the goal of Kanawa Corporation to be the premier source of high-quality equipment, regardless of specifics and technological level. By creating distinct divisions, such as Hachiman Weapons, or acquiring other companies and recasting them as divisions, as in the case of Mitiya Corp., Kanawa is now your sole source for equipment and vehicles ranging from handguns to missiles, from land, water and air vehicles to low-orbital spacecraft and satellites!

At Ama-Tsu-Mara Transportation, it has been our privilege to scour the world for the finest examples of land vehicles in many different categories and incorporating many different levels of technological sophistication. We have then analyzed these vehicles, refined the design when appropriate, and then constructed them using our own highly advanced manufacturing techniques. The result is that you may have complete confidence in the quality of any vehicle you see in this volume. Following corporate policy, each catalog entry will list the item under the name of its original manufacturer or designer.

These unsettled times have made it necessary for Ama-Tsu-Mara Transportation to offer vehicles based on a wide range of technological bases. It seems that there are parts of the world where any vehicle more sophisticated than a horse-drawn carriage will simply not function. Conversely, there are other locales where the most

advanced experimental vehicles will operate without a flaw. For this reason, we have broken the entries down by the level of technology inherent in each one.

Each catalog entry includes the following information:

- Vehicle Name/Identification
- Description
- Evaluator's Comments
- Technical Data

Following the lead of Hachiman Arms, our evaluators have been selected from all over the world, and from the widest possible range of backgrounds. Their comments are provided here exactly as written, with deletions or modifications.

To order any of these fine vehicles, contact your nearest Kanawa Corporation representative, or transmit your request along with your bank code number via FAX or computer directly to Ama-Tsu-Mara Transportation. For the convenience of our customers, all prices are given in US dollars.

This volume is complemented by the Kanawa Air and Sea Craft catalog.

Atsuko Watanabe, B.Sc., M.A., M.B.A.
Managing Director
Ama-Tsu-Mara Transportation Division
Kanawa Corporation
Tokyo, Japan

LOW TECHNOLOGY VEHICLES

This chapter includes vehicles that are appropriate for use in the realms of Aysle and Orrorsh, where technology is generally limited to that seen during the Middle Ages and England's Victorian era. Note that within these realms, seemingly acausal events can occur, and are generally attributed to "magic."



4

Horse-Drawn Vehicles

Horse-drawn vehicles represent a situation slightly different from those which are covered by the expanded vehicle rules in the appendix of this book. There are effectively two ways of "killing" a horse-drawn vehicle: destroy the structural integrity of the vehicle, or kill the horse(s) pulling it.

Destroying the Vehicle

For attacks targeting the vehicle, use the rules for vehicle combat in the appendix. Note, however, that smashing the vehicle will not always immobilize the horses. (Remember those scenes from *Westerns* where the stage coach loses a wheel, but the horses gallop on, dragging the driver behind them by the reins ...)

Targeting the Horses

If the horse pulling a vehicle is incapacitated or killed, the vehicle is considered to crash at its current speed. (This is also the case if only one horse in a team is killed or incapacitated.) The statistics for a typical horse are given below.

Rather than killing the horse(s), an attacker might try to "spook" it/them. All but the best-trained horses will be spooked by close-by gunfire, and virtually any horse will be spooked by explosions or fire. To spook a horse, a character must have the means at hand to create such an effect (this can range from a pistol to a lightning spell), and must generate an *intimidation* total against the horse's *intimidation* or *Spirit*. On a *Good* or better result, the horse is frightened by the effect.

If a horse is spooked, the driver of the vehicle must generate a *beast riding* total against a difficulty number of the animal's *Mind* +7 to bring it under control. If the driver fails, the horse gallops away at top speed, towing the vehicle behind it. If the horse is a member of a team, the entire team panics and gallops off. The horse and carriage travel at "panic speed," 10 kilometers per hour faster than the maximum speed listed for the vehicle.

Each round, the driver can make another *beast riding* roll to gain control of the horse(s). For each round that the vehicle is travelling at "panic speed," it suffers damage as if it had been hit by an attack (it suffers damage value 18 on a road or smooth surface, 24 when on rough ground.) Obviously, a pan-

icked team can easily destroy a carriage.

Horse

DEXTERITY 10

Long jumping 11, maneuver 11, running 13, unarmed combat 11

STRENGTH 12

Climbing 13

TOUGHNESS 10

PERCEPTION 4

MIND 4

Test (8), willpower (8)

CHARISMA 5

Charm (8), persuasion (9), taunt (10)

SPIRIT 5

Intimidation (7)

Possibility Potential: none

Natural Tools: hooves, damage value STR+2/14; speed value 12

Locomotives

This catalog uses a standard terminology to describe locomotives. This terminology specifies the number, position and function of the locomotive's wheels. The syntax is **X-Y-Z**, where X is the number of wheels on the leading "truck," Y is the number of drive wheels, and Z is the number of trailing (non-drive) wheels. Thus, "4-6-0" signifies a locomotive engine with four wheels on the leading truck, followed by six drive wheels. This train has no trailing wheels.

Note that "Passenger" figures refer to the number of people normally within the cab of the train or on the operating platform. Obviously, many people can hang onto the outside of a large engine, but these "hitchers" gain no concealment or armor benefits.

The "Speed" figure refers to unladen speed, i.e., the engine alone. The text will mention representative laden speeds. The "Weight" figure refers to train plus tender (if applicable).

Concealment and Armor Benefits

Many of the vehicles in this catalog provide concealment and/or armor benefits and statistics are given for same.

"Concealment benefit" refers to the amount of cover provided by a vehicle to its driver and passengers. As with the concealment rules on page 78 of the *Torg Rulebook*, this figure provides a modifier to the difficulty of any attempt to hit someone riding in the vehicle.

"Armor adds/max." refers to the *Toughness* bonus provided by a vehicle to those within it.

PASSENGER CARRIAGE

Description

This simple four-wheel carriage can carry four passengers in comfort. The bench seats within the carriage are upholstered in leather, and curtains are provided to cover the windows, to exclude light and wind. The driver's seat is atop the cabin at the front.

The carriage is designed to be drawn by a team of two horses, although one horse can draw it at reduced speed (speed value 24/15/9).

Due to technological restrictions, there is no suspension; the axles pass through bearings bolted directly to the underside of the carriage.

Passenger carriages are in use throughout Aysle. Storm Knight parties containing edeinors or other conspicuous members often find the ability to conceal themselves behind curtains most advantageous.

Evaluator's Comments

There seems little enough for me to say. Any carriage is, in essence, nothing more than a box with wheels. This carriage is different only in that the craftsmanship seems to be a little better than the norm.

While many of my peers prefer keeping the curtains drawn while they travel (complaining, as they do, about the dust of the road), I recommend against it. I knew of a family near Oxford who boarded their carriage for a trip to the great city of London. They drew the curtains, and settled back for the long journey. When they finally stepped out of their vehicle, they found they were in Leicester, prisoners of House Daleron — it seems the driver was a changeling who had spirited them off, all unaware. Thus my

insistence on always knowing the route I am travelling.

Sir Thomas
Beauchamp Equerry
House Tancred
Hemel Hempstead

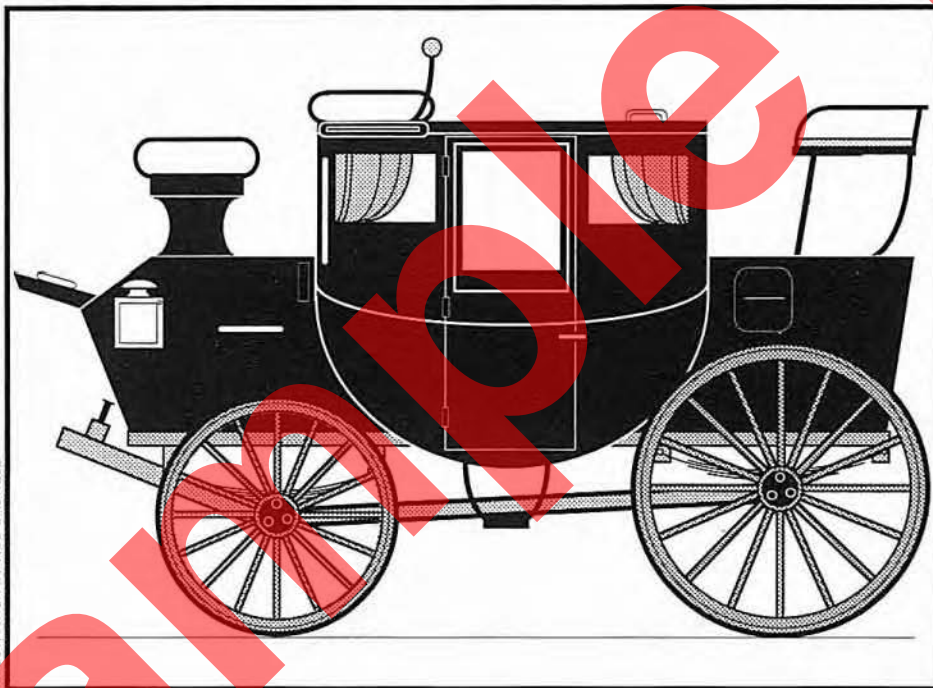


ILLUSTRATION BY ROB CASWELL

PASSENGER CARRIAGE

Tech	Speed mpr/kmh/mph/value	Pass.	Tough.	Maneuver Rating	Price (Value)
9	150/48/30/11	5	12	-3	800 (15)

Weight Value: 13 Length Value: 3

CONCEALMENT/ARMOR:

Position	Concealment Benefit	Armor Add/Max
Driver	nil	nil
Passenger	DN+5	TOU+3/15